CLAIMS:

What is claimed is:

1.   A method in a data processing system for changing a pointer, the method comprising:

   receiving a user input indicating that a pointing device was moved;

   calculating a rate of movement for the pointing device;

   comparing the rate of movement with a given threshold of speed; and

   automatically updating a presentation of the pointer based on the given threshold of speed in response to receiving the user input, wherein a presentation of the pointer is altered if the rate of movement exceeds the given threshold of speed.

2.   The method of claim 1, wherein the change for the pointer is associated with the given threshold of speed.

3.   The method of claim 1, wherein other thresholds are present in addition to the given threshold of speed and wherein the pointer is changed each time one of the other

4   thresholds is exceeded.

1   4.   The method of claim 1, wherein the presentation of
2   the pointer is a series of different changes in
3   presentation based on the rate of movement for the
4   pointing device.

1   5.   The method of claim 1, wherein the pointer returns
2   to its previous appearance when the rate of movement for
3   the pointing device decreases below the given threshold
4   of speed.

1   6.   The method of claim 1, wherein the threshold is a
2   measurement of a distance traveled with respect to a time
3   interval for the distance traveled.

1   7.   The method of claim 1, wherein the pointing device
2   is one of a mouse, a pointing stick, a touch pad, a
3   joystick, a key on a keyboard, an electronic pen, or a
4   trackball.

1   8.   The method of claim 1, wherein the updating step

2   includes:

3   changing the color of the pointer.

1   9.   The method of claim 1, wherein the updating step

2   includes:

3   changing the shape of the pointer.

1   10.   The method of claim 1, wherein the updating step

2   includes:

3   changing the size of the pointer.

1   11.   A method in a data processing system for changing a

2   pointer, the method comprising:

3   receiving a user input specifying a threshold;

4   defining a change for the pointer; and

5   associating a threshold of speed with the change for

6   the pointer.

1   12.   The method of claim 11, wherein multiple thresholds

2   are defined for changing the pointer.

1   13.   A data processing system comprising:

2   a bus system;

3   a communications unit connected to the bus system;

4   a memory connected to the bus system, wherein the

5   memory includes as set of instructions; and

6   a processing unit connected to the bus system,

7   wherein the processing unit executes the set of

8   instructions to receive a user input indicating that a

9   pointing device was moved; calculate a rate of movement

10   for the pointing device; compare the rate of movement

11   with a given threshold of speed; and automatically update

12   a presentation of the pointer based on the given

13   threshold of speed in response to receiving the user

14   input, wherein a presentation of the pointer is altered

15   if the rate of movement exceeds the given threshold of

16   speed.

1   14. A data processing system comprising:

2   a bus system;

3   a communications unit connected to the bus system;

4   a memory connected to the bus system, wherein the

5   memory includes as set of instructions; and

6   a processing unit connected to the bus system,

7   wherein the processing unit executes the set of

8   instructions to receive a user input specifying a

9   threshold; define a change for the pointer; and associate

10   a threshold of speed with the change for the pointer.

1   15.   A data processing system for changing a pointer, the

2   data processing system comprising:

3   receiving means for receiving a user input

4   indicating that a pointing device was moved;

5   calculating means for calculating a rate of movement

6   for the pointing device;

7   comparing means for comparing the rate of movement

8   with a given threshold of speed; and

9   updating means for automatically updating a

10   presentation of the pointer based on the given threshold

11   of speed in response to receiving the user input, wherein

12   a presentation of the pointer is altered if the rate of

13   movement exceeds the given threshold of speed.

1   16. · A data processing system for changing a pointer, the

2   data processing system comprising:

3   receiving means for receiving a user input

4 specifying a threshold;

5   defining means for defining a change for the

6 pointer; and

7   associating means for associating a threshold of

8 speed with the change for the pointer.

1 17. A computer program product in a computer readable

2 medium for changing a pointer, the computer program

3 product comprising:

4   first instructions for receiving a user input

5 indicating that a pointing device was moved;

6   second instructions for calculating a rate of

7 movement for the pointing device;

8   third instructions for comparing the rate of

9 movement with a given threshold of speed; and

10   fourth instructions for automatically updating a

11 presentation of the pointer based on the given threshold

12 of speed in response to receiving the user input, wherein

13 a presentation of the pointer is altered if the rate of

14 movement exceeds the given threshold of speed.

1 18. A computer program product in a computer readable

2 medium for changing a pointer, the computer program

3 product comprising:

4   first instructions for receiving a user input

5 specifying a threshold;

6   second instructions for defining a change for the

7 pointer; and

8   third instructions for associating a threshold of

9 speed with the change for the pointer.